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CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

• At time of the Action: Claims 1-46.

• After this Response: Claims 1-33.

Canceled or Withdrawn claims: 34-46.

Amended claims: none.

New claims: none.

Claims:

1. (ORIGINAL) A method for concealing an information pattern of multiple discrete values within a digital signal, the method comprising:

receiving the information pattern of multiple discrete values;

chessboarding the discrete values of the information pattern to produce chessboarded discrete values.

2. (ORIGINAL) A method as recited in claim 1 further comprising encoding the chessboarded discrete values into the digital signal, wherein such signal is noise in relation to the information pattern.

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(ORIGINAL) A method as recited in claim 1, wherein the 3: chessboarding comprises:

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pseudorandomly determining whether to change each discrete value of the information pattern, wherein such determining is based upon a pseudorandom number generator (PRNG) and a key;

changing each discrete value of the information pattern that the determining indicates should be changed, thereby producing chessboarded discrete values.

4. (ORIGINAL) A method as recited in claim 1, wherein the chessboarding comprises:

pseudorandomly determining whether to change each discrete value of the information pattern, wherein such determining is based upon a look-up table;

changing each discrete value of the information pattern that the determining indicates should be changed, thereby producing chessboarded discrete values.

- 5. (ORIGINAL) A method as recited in claim 1, wherein the chessboarded discrete values are entropy-balanced.
- (ORIGINAL) A method as recited in claim 1, wherein the б. chessboarded discrete values are absolutely chessboarded.
- 7. (ORIGINAL) A method as recited in claim 1, wherein the digital signal is an digital audio signal.

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- 8. (ORIGINAL) A computer-readable medium having computer-executable instructions that, when executed by a computer, performs the method as recited in claim 1.
- 9. (ORIGINAL) A method for revealing an information pattern of multiple chessboarded discrete values within a digital signal, wherein the chessboarded discrete values correspond to original discrete values of the information pattern before the values were chessboarded, the method comprising:

receiving the information pattern of multiple chessboarded discrete values; un-chessboarding the chessboarded discrete values to produce the original values of the information pattern.

- 10. (ORIGINAL) A method as recited in claim 9 further comprising detecting the original discrete values encoded in the digital signal, wherein such signal is noise in relation to the information pattern.
- 11. (ORIGINAL) A method as recited in claim 9, wherein the unchessboarding comprises:

pseudorandomly determining whether to change each chessboarded discrete value of the information pattern, wherein such determining is based upon a pseudorandom number generator (PRNG) and a key;

changing each chessboarded discrete value of the information pattern that the determining indicates should be changed, thereby producing the original discrete values of the information pattern.

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- (ORIGINAL) A method as recited in claim 11, wherein the key of 12. the un-chessboarding is identical to a key used to generate the chessboarded discrete values from the original discrete values.
- (ORIGINAL) A method as recited in claim 9, wherein the un-13. chessboarding comprises:

pseudorandomly determining whether to change each chessboarded discrete value of the information pattern, wherein such determining is based upon a lookup table;

changing each chessboarded discrete value of the information pattern that the determining indicates should be changed, thereby producing the original discrete values of the information pattern.

- (ORIGINAL) A method as recited in claim 9, wherein the 14. chessboarded discrete values are entropy-balanced.
- (ORIGINAL) A method as recited in claim 9, wherein the 15. chessboarded discrete values are absolutely chessboarded.
- 16. (ORIGINAL) A method as recited in claim 9, wherein the digital signal is an digital audio signal.

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(ORIGINAL) A computer-readable medium having computer-17. executable instructions that, when executed by a computer, performs the method as recited in claim 9.

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(ORIGINAL) A computer-readable medium having computer-18. executable instructions that, when executed by a computer, perform a method for concealing an information pattern of multiple discrete values within a digital signal, the method comprising:

receiving the information pattern of multiple discrete values;

chessboarding the discrete values of the information pattern to produce chessboarded discrete values;

encoding the chessboarded discrete values into the digital signal, wherein such signal is noise in relation to the information pattern.

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(ORIGINAL) A computer-readable medium having computer-19. executable instructions that, when executed by a computer, perform a method for revealing an information pattern of multiple chessboarded discrete values within a digital signal, wherein the chessboarded discrete values correspond to original discrete values of the information pattern before the values were chessboarded, the method comprising:

receiving the information pattern of multiple chessboarded discrete values; un-chessboarding the chessboarded discrete values to produce the original values of the information pattern;

detecting the original discrete values encoded in the digital signal, wherein such signal is noise in relation to the information pattern.

20. (ORIGINAL) An apparatus comprising:

a processor;

a chessboarder executable on the processor to:

receive an information pattern of multiple discrete values;

chessboard the discrete values of the information pattern to produce chessboarded discrete values.

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(ORIGINAL) An apparatus comprising:

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a processor;

an un-chessboarder executable on the processor to:

receive an information pattern of multiple chessboarded discrete values;

un-chessboard the chessboarded discrete values to produce original values of the information pattern.

22. (ORIGINAL) An information pattern encoding system concealing an information pattern of multiple discrete values within a digital signal, wherein such signal is noise in relation to the information pattern, the system comprising:

a receiver for receiving the information pattern of multiple discrete values and the digital signal;

a chessboarder coupled to such receiver, the chessboarder chessboards the discrete values received from the receiver to produce chessboarded discrete values;

an encoder coupled to the receiver and the chessboarder, the encoder inserts the chessboarded discrete values received from the chessboarder into the digital signal received from the receiver.

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- 23. (ORIGINAL) An encoding system as recited in claim 22, wherein the chessboarder comprises:
- a pseudorandom number generator (PRNG) for pseudorandomly determining whether to change each discrete value of the information pattern;
- a value-adjuster to change each discrete value of the information pattern that the PRNG indicates should be changed, thereby producing chessboarded discrete values.
- 24. (ORIGINAL) An encoding system as recited in claim 22, wherein the chessboarder comprises:
- a look-up table data structure for pseudorandomly determining whether to change each discrete value of the information pattern;
- a value-adjuster to change each discrete value of the information pattern that the data structure indicates should be changed, thereby producing chessboarded discrete values.
- 25. (ORIGINAL) An encoding system as recited in claim 22, wherein the chessboarded discrete values are entropy-balanced.
- 26. (ORIGINAL) An encoding system as recited in claim 22, wherein the digital signal is a digital audio signal.
- 27. (ORIGINAL) An operating system comprising an encoding system as recited in claim 22.

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28. (ORIGINAL) A marked signal with an information pattern of multiple chessboarded discrete values encoded therein, the marked signal generated in accordance with the following acts:

receiving an information pattern of multiple discrete values and an unmarked signal;

chessboarding the discrete values of the information pattern to produce chessboarded discrete values of the information pattern;

encoding the chessboarded discrete values into the unmarked signal to produce the marked signal, wherein such unmarked signal is noise in relation to the information pattern.

29. (ORIGINAL) A marked signal as recited in claim 28, wherein the chessboarding comprises:

pseudorandomly determining whether to change each discrete value of the information pattern, wherein such determining is based upon a pseudorandom number generator (PRNG) and a key;

changing each discrete value of the information pattern that the determining indicates should be changed, thereby producing chessboarded discrete values.

(ORIGINAL) A marked signal as recited in claim 28, wherein the 30. chessboarding comprises:

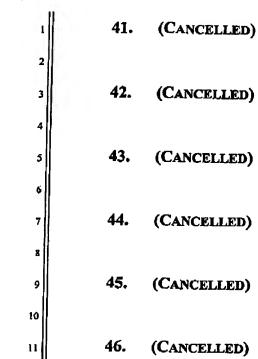
pseudorandomly determining whether to change each discrete value of the information pattern, wherein such determining is based upon a look-up table;

changing each discrete value of the information pattern that the determining indicates should be changed, thereby producing chessboarded discrete values.

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- 31. (ORIGINAL) A marked signal as recited in claim 28, wherein the chessboarded discrete values are entropy-balanced.
- 32. (ORIGINAL) A marked signal as recited in claim 28, wherein the chessboarded discrete values are absolutely chessboarded.
- 33. (ORIGINAL) A marked signal as recited in claim 28, wherein the marked and unmarked signals are digital audio signals.
 - 34. (CANCELLED)
 - 35. (CANCELLED)
 - 36. (CANCELLED)
 - 37. (CANCELLED)
 - 38. (CANCELLED)
 - 39. (CANCELLED)
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